

# CRAZY COMETS

The Universe is out of control, contracting into chaos. Matter becomes energy in a cataclysmic chain reaction of disorder. Comets of fire cascade through the heavens – messengers of imminent doom.

Your mission: to restore order to the Universe by destroying chaos wherever it appears.

Your chances of survival: NIL

*"... and you thought the Apocalypse was gonna be bad!!!!"*

**martech**

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CRAZY COMETS

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COMMODORE 64

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**E = mc<sup>2</sup> HELP!**

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FASTLOAD PURE MACHINE CODE

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## LOADING INSTRUCTIONS

Place cassette tape into recorder and check that it is fully rewound.

Hold down the SHIFT key and press the RUN/STOP key.

Press PLAY on the tape recorder.

## PLAYING INSTRUCTIONS

Press 'f1' to change between 1 or 2 players.

Control your ship by using either Joystick port 1 or 2.

You have 3 ships at the start of the game. A bonus ship will be gained for every 10,000 points.

Matter is out of control. All heavenly bodies are becoming energised, eventually turning into supernovae.

Destroy all bodies before they become supernovae to achieve a perfect round.

For every consecutive perfect round bonus points are awarded as follows: 4000, 6000, 8000 etc.

Rescue space capsules before they are lost in deep space for an extra 200 points.

Satellite in Orbit	10 points
Energised Satellite	100 points
Crazy Calisto	200 points
Crazy Krypton	300 points
Supernova	500 points